GFXLight

+ target
+ vect
+ options
+ diffuse
+ specular
+ ambient
+ attenuate
+ direction
+ exp
+ cutoff
+ size

+ GFXLight()
+ GFXLight()
+ SetProperties()
+ GetProperties()
+ setSize()
+ getSize()
+ getPosition()
+ disable()
+ enable()
+ attenuated()
+ apply_attenuate()

+ligh

GFXLightLocal

+ islocal